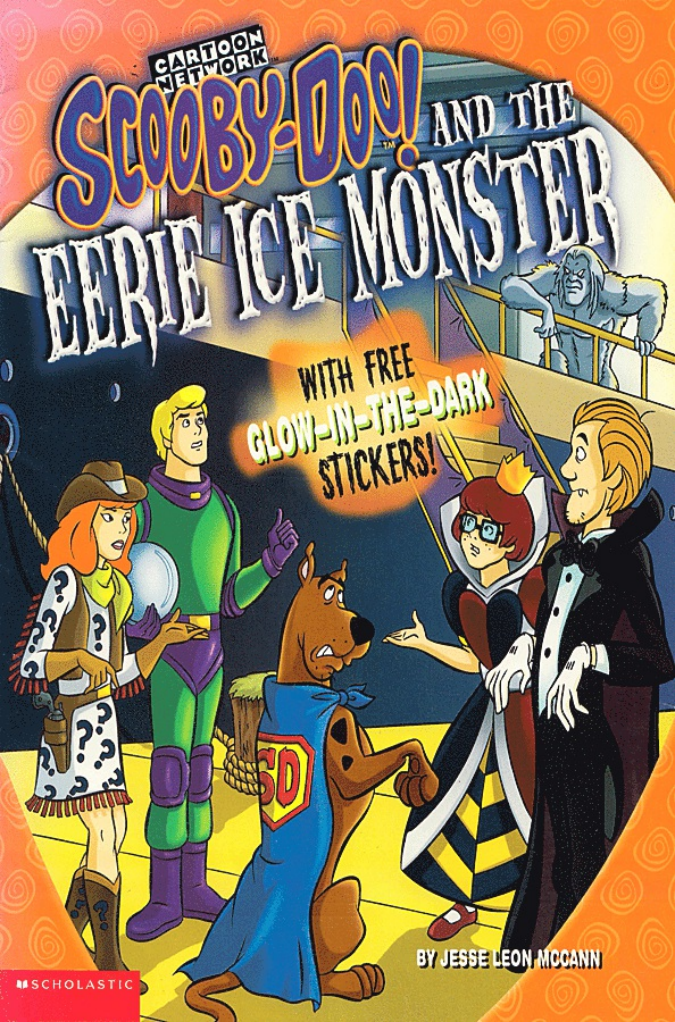
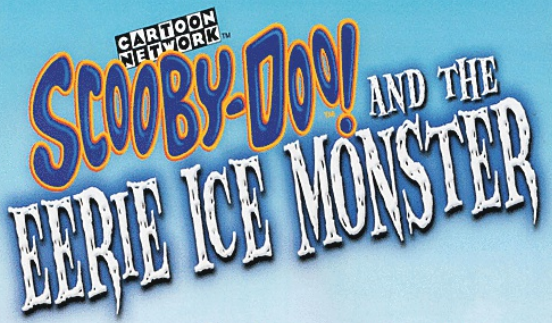

CARTOON NETWORK
SCOOBY-DOO! AND THE
EERIE ICE MONSTER
WITH FREE GLOW-IN-THE-DARK STICKERS!
BY JESSE LEON MCCANN
SCHOLASTIC



By Jesse Leon McCann

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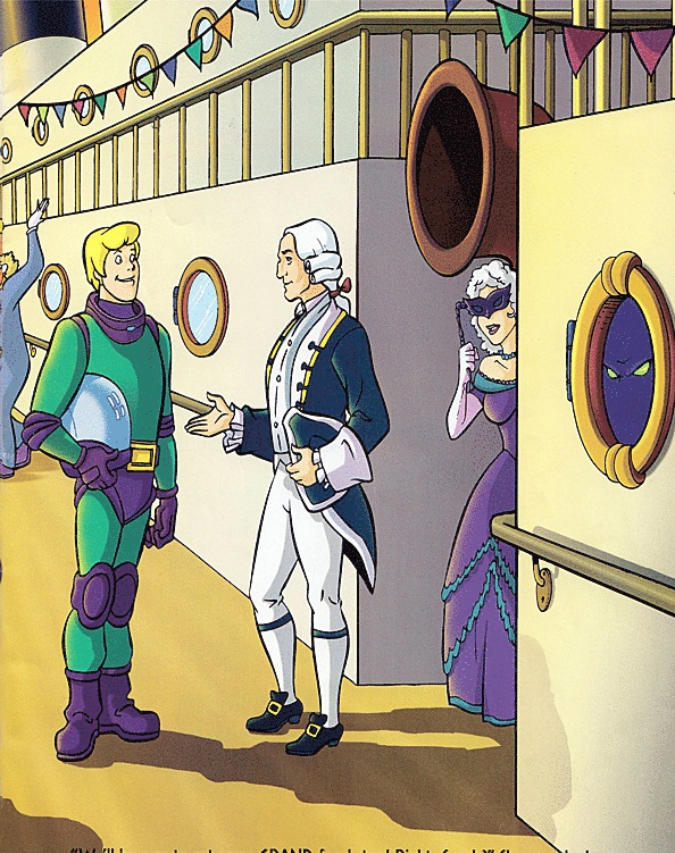
Scooby-Doo and his friends from Mystery, Inc. climbed on board a luxurious ocean liner bound for Glacier Bay in Alaska. The kids were traveling to visit Velma's uncle Brad, who worked in a mining town near Glacier Bay.

The gang was excited because they were spending Halloween on a fancy cruise ship. That evening, they would attend a grand costume party in the ship's ballroom.



"We'll be sure to eat some GRAND food, too! Right, Scoob?" Shaggy asked.

"Reah! Reah!" Scooby agreed.

"Welcome aboard, everyone," said the ship's captain, Captain Berg. "We'll be shoving off in just a few minutes. Then the costume ball will begin!"

"How fun!" said Daphne. "What a lovely way to spend Halloween!"

The party was in full swing! Some of the guests decided to swap spooky Halloween ghost stories. Captain Berg told everyone a legend he swore was true.

"It's bad luck if a chunk of glacier ice falls onto the ship's deck," he said. "That's how evil ice monsters that live in a glacial ice palace nearby get on board to haunt the crew and passengers!"

"Zoinks! Enough scary stories for me!" Shaggy cried. "I'm going back to the buffet for seconds . . . and probably thirds!"

"Ree, too!" Scooby said hungrily, following Shaggy out.

Meanwhile, Velma met an interesting stranger named Jake, who asked her to dance. Jake was on his way to buy gold from Velma's uncle Brad.

Shaggy and Scooby ate heartily as they watched an ice sculptor carve a statue out of a block of ice.

"This store-bought ice melts so quickly!" the sculptor complained. "I wanted some of the glacier ice to work with, but the superstitious crew wouldn't let me!"

Suddenly . . . *CRASH!* A big chunk of ice from the glacier broke off and landed on the ship's deck! The crew members were petrified. They couldn't believe that such bad luck had come their way. They were sure an ice monster was after them.

"Don't worry! I'll get rid of it," said Captain Berg, who ran up as soon as he heard the noise. He quickly pushed the chunk of ice overboard.

Everybody went back to the party. Soon the ice chunk and the superstition were forgotten — but not for long!

The lights suddenly started flickering. Then the music stopped. Then, worst of all — an enormous ice monster appeared!

"GROWWWL!" it roared. Everyone was so frightened, they ran for the exits as fast as they could.

"Quick! Hide in your staterooms!" the captain ordered.

"We're not hiding when there's a mystery to solve!" Fred said. "We don't believe in monsters."

"Like, speak for yourself, Fred!" Shaggy hollered. "Seeing is believing!"

"Ruh-huh!" Scooby cried.

"Let's get the monster's attention and try to lure it away from the other guests!" Daphne suggested.

The kids jumped up and down to get the ice monster's attention. It worked! Soon the angry creature was chasing them. The creature was hard to see, as if it was made of ice. But the gang knew it was there . . . they could hear it!

"GROWWWL!"

As they ran through the engine room, Fred came up with a plan. "The cargo hold

has two doors," Fred explained. "The creature will chase us, and we'll stop short and close the far door from the outside. Shaggy, you and Scooby hang back. When the monster passes you, slam the first door closed and we'll trap it."

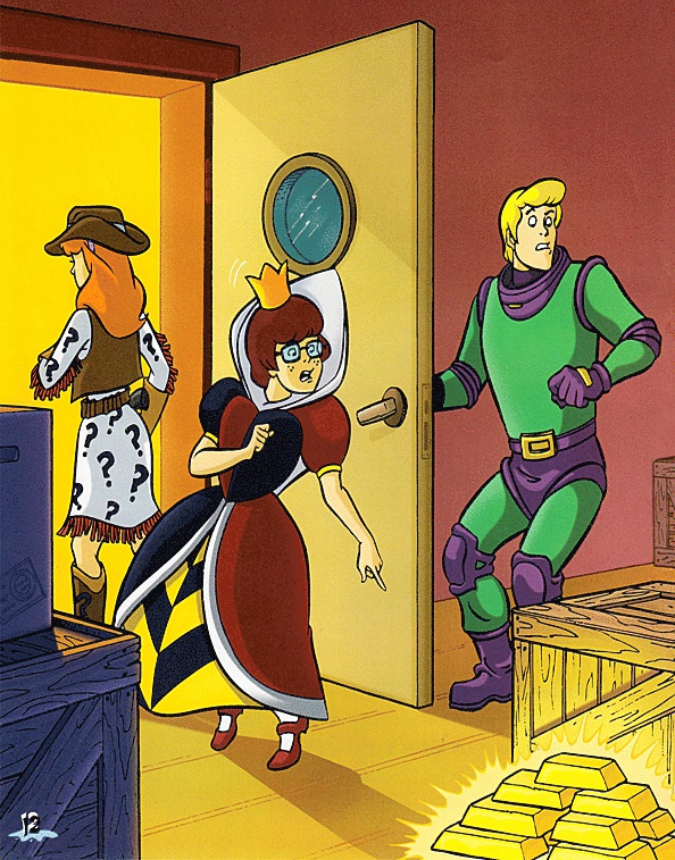
"Passes us?" Shaggy asked. "Zoinks! What if it stops and has us for a snack?"

But before anyone could answer, Scooby cried, "Rook out, Raggy!"

CLONNG!!

Shaggy hit the chains with his head! Ow! He stumbled around, hardly able to keep his balance.

"Like, who turned on the light show?" he asked dizzily. "Look at all the stars!"



Luckily, the monster ran past Shaggy and Scooby and into the cargo hold after the rest of the gang. Fred, Daphne, and Velma hurried toward the other door. Just then, Velma spotted something on the floor.

"Jinkies!" Velma exclaimed. "I see our first clue!"

But they didn't have time to stop. They ran out the door and Fred slammed it shut. Shaggy and Scooby were supposed to slam the first door, but Shaggy was still too dizzy. The monster escaped!

Someone else is getting off the ship, too. Can you guess who it is?

They didn t see the creature again that night. Even so, no one felt like continuing the party. The ice monster had ruined it for everyone. In fact, no one felt safe until the ship docked at the mining town the next morning.

Velma and the others went back to the cargo hold to look for the gold bars, but they were gone. And that wasn't the only bad news. "Someone stole my money during all the excitement," Jake told Velma sadly. "Now I won't be able to buy gold from your uncle."

"Don't worry, Jake," Velma said. "When we get to the bottom of this mystery, we'll get your money back, too!"

When they entered the small mining town, the kids were amazed — it was completely deserted! All the townspeople had vanished! Fred, Velma, and Daphne started investigating. Jake decided to check out the mining company office.

"Jeepers!" said Daphne. "I've never heard of a whole town disappearing before."

"And I think I spot another clue," Velma said as she pointed to the ground. "Come on, everyone!"

Shaggy and Scooby were "investigating" the restaurant instead. "We'll be right back," Shaggy explained hungrily. "Like, all that running around last night tapped our energy. We need to refuel."

"Reah! Reruel!" Scooby agreed as Shaggy pushed open the restaurant door.

"GROWWWL!"

They didn't like what they found on the inside!

Once again the kids were running from the ice monster. They ran out of town and after a few quick turns, they managed to lose the creature by hiding in an old mine.

Inside the mine, the gang got a big surprise. The townspeople were hiding there, too, along with Velma's uncle Brad.

"It's terrible," said Uncle Brad. "There's a monster that lives in an ice castle on the

glacier. It came here and scared everyone out of town. Then it hit me over the head and took all our gold."

"What would an ice monster want with gold?" asked Daphne.

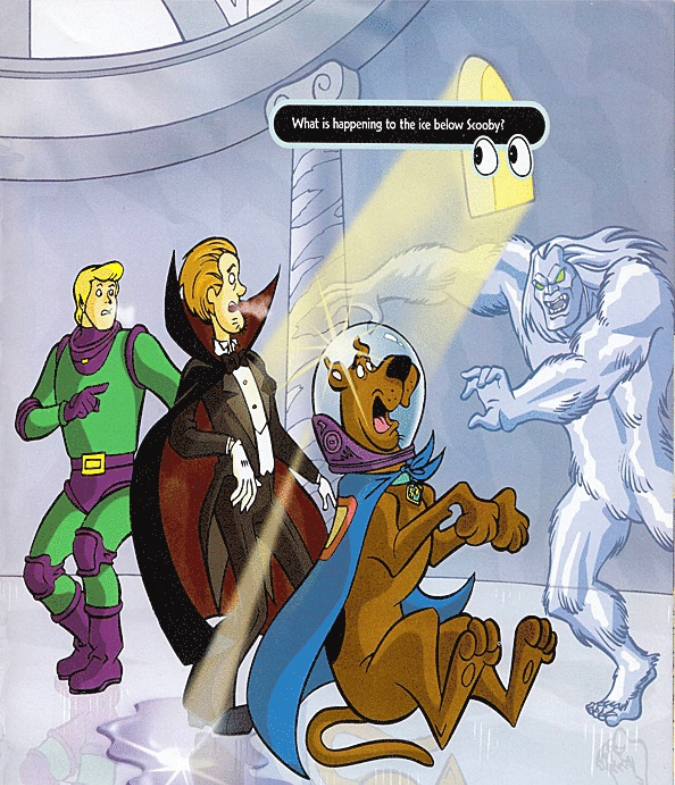
"Zoinks! Who cares?" Shaggy exclaimed. "At least that frozen freak is out there, and we're safe in here!"

"Raggy! Raggy!" Scooby cried. He didn't think they were safe at all!

The ice monsters howled fiercely! Terrified, the townspeople ran away, but not the Mystery, Inc. gang. They hid outside near the mine entrance to watch what the two creatures would do next.

The icy villains thought they were alone. One gestured for the other to follow. They escaped into the snow-covered hills, and the gang stealthily followed.

Soon the monsters reached their destination — a palace made entirely of ice! The creatures disappeared inside, and the kids sneaked after them. But the gang must have made too much noise, because . . .



"GROWWWL!"

"Jinkies! We're surrounded!" Velma cried. It was true — the growls were coming from all sides. And now there was a *third* monster!

Scooby was so scared, he grabbed Fred's astronaut helmet and put it on his head for protection.

Then, an amazing thing happened. Scooby's bubble helmet acted like a big magnifying glass for the sun, which melted the ice beneath the monsters' feet. The creatures slipped and slid over an icy edge, and fell into a drum of paint below. They were trapped!

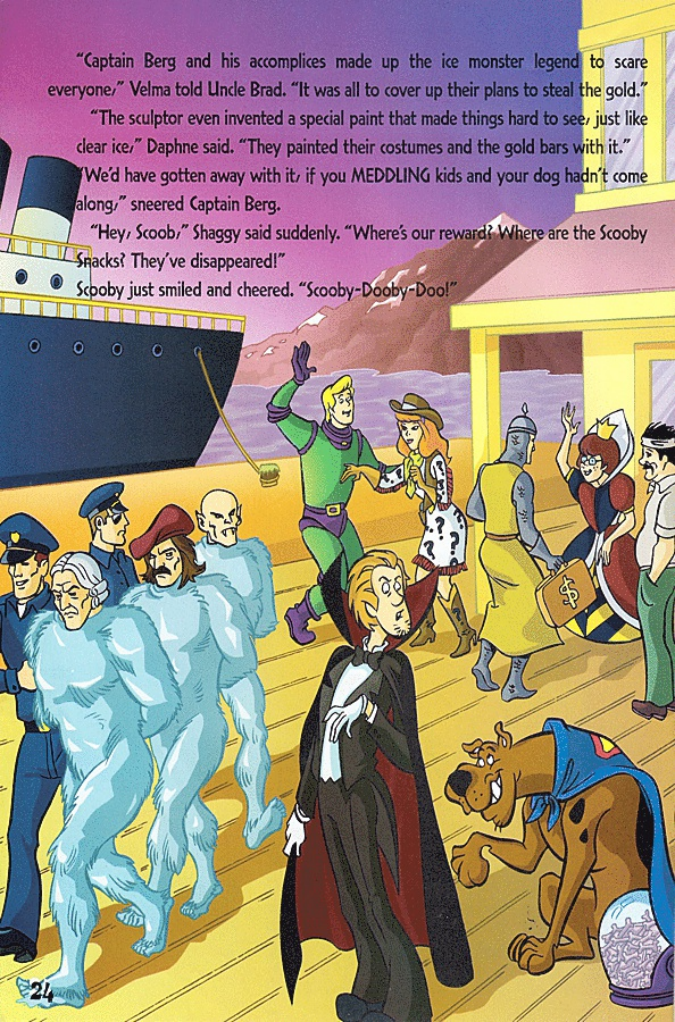
"Hooray, Scoob! You did it!" Shaggy said.

"Ree? Really?" Scooby wasn't quite sure *what* he'd done.

Fred quickly unmasked the trapped creatures. It was Captain Berg, the ice sculptor, and one of the miners!

"My ice palace!" the sculptor lamented. "You melted part of my beautiful palace!"

Just then, Jake arrived with the county sheriffs, who took the villains into custody.



"Captain Berg and his accomplices made up the ice monster legend to scare everyone," Velma told Uncle Brad. "It was all to cover up their plans to steal the gold."

"The sculptor even invented a special paint that made things hard to see, just like clear ice," Daphne said. "They painted their costumes and the gold bars with it."

"We'd have gotten away with it, if you MEDDLING kids and your dog hadn't come along," sneered Captain Berg.

"Hey, Scoob," Shaggy said suddenly. "Where's our reward? Where are the Scooby Snacks? They've disappeared!"

Scooby just smiled and cheered. "Scooby-Dooby-Doo!"

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THE MYSTERY MACHINE

RUH-ROH

SCOOBY
DOOBY
DOO

IT'S AN ICE-ESCAPADE FOR SCOOBY AND THE GANG!

It's Halloween, and Scooby and the gang from Mystery, Inc. are taking a cruise through Alaska's Glacier Bay. Shaggy, Scooby, Fred, Daphne, and Velma are all dressed up for a costume masquerade in the ship's ballroom. But when a creepy ice monster crashes the party, the gang knows a new mystery is just around the corner!

Is the cruise ship a ghost ship? Or is this frozen fiend just another fraud for Scooby and company to unmask? It's up to you to help the gang crack the case. Can you follow the clues to catch the culprit behind this caper?

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